



# MMCC3045

## Interactive Storytelling

Session 1, Weekday attendance, North Ryde 2020

*Department of Media, Music, Communication and Cultural Studies*

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### Disclaimer

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## General Information

Unit convenor and teaching staff Unit Convenor Stephen Collins <a href="mailto:stephen.collins@mq.edu.au">stephen.collins@mq.edu.au</a> Office 191D, 10 Hadenfeld Avenue By appointment
Credit points 10
Prerequisites 130cp at 1000 level or above including (MAS241 or MMCC2041)
Corequisites
Co-badged status
Unit description This unit explores the opportunities and challenges for interactive storytelling. As well as engaging with theories of interactivity, narrative and design, students will expand their existing knowledge of HTML and CSS and learn JavaScript and jQuery to produce a major interactive project.

## Important Academic Dates

Information about important academic dates including deadlines for withdrawing from units are available at <https://students.mq.edu.au/important-dates>

## Learning Outcomes

- ULO1:** demonstrate and analyse key concepts in non-linear and interactive digital storytelling.
- ULO2:** design and produce an original creative work in the online medium.
- ULO3:** apply high-level HTML and CSS skills and jQuery skills.
- ULO4:** apply problem solving skills in the production of a major project.
- ULO5:** work independently and professionally in response to project demands.

## Assessment Tasks

Name	Weighting	Hurdle	Due
<a href="#">Project Proposal</a>	25%	No	9pm Thursday, Week 7
<a href="#">Major Project</a>	60%	No	5pm Thursday, Week 13
<a href="#">Progress Presentation</a>	5%	No	In class, Week 9
<a href="#">Beta Test Presentation</a>	10%	No	In class, Week 11

### Project Proposal

Assessment Type **1**: Plan

Indicative Time on Task **2**: 21 hours

Due: **9pm Thursday, Week 7**

Weighting: **25%**

You are required to submit a written proposal for your major project.

Refer to iLearn for further information.

On successful completion you will be able to:

- demonstrate and analyse key concepts in non-linear and interactive digital storytelling.
- design and produce an original creative work in the online medium.
- apply high-level HTML and CSS skills and jQuery skills.

### Major Project

Assessment Type **1**: Project

Indicative Time on Task **2**: 50 hours

Due: **5pm Thursday, Week 13**

Weighting: **60%**

You are required to design and produce an original Web-based interactive story.

Refer to iLearn for further information.

On successful completion you will be able to:

- demonstrate and analyse key concepts in non-linear and interactive digital storytelling.
- design and produce an original creative work in the online medium.
- apply high-level HTML and CSS skills and jQuery skills.
- apply problem solving skills in the production of a major project.
- work independently and professionally in response to project demands.

## Progress Presentation

Assessment Type <sup>1</sup>: Participatory task

Indicative Time on Task <sup>2</sup>: 4.5 hours

Due: **In class, Week 9**

Weighting: **5%**

You are required to present to staff the progress you have made on your major project.

Refer to iLearn for further information.

On successful completion you will be able to:

- design and produce an original creative work in the online medium.
- apply high-level HTML and CSS skills and jQuery skills.
- apply problem solving skills in the production of a major project.
- work independently and professionally in response to project demands.

## Beta Test Presentation

Assessment Type <sup>1</sup>: Participatory task

Indicative Time on Task <sup>2</sup>: 8.5 hours

Due: **In class, Week 11**

Weighting: **10%**

You are required to present to staff the substantial progress you have made on your major project as it nears completion.

Refer to iLearn for further information.

On successful completion you will be able to:

- design and produce an original creative work in the online medium.
- apply high-level HTML and CSS skills and jQuery skills.
- apply problem solving skills in the production of a major project.
- work independently and professionally in response to project demands.

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<sup>1</sup> If you need guidance or support to understand or complete this type of assessment, please contact the Learning Skills Team

<sup>2</sup> Indicative time-on-task is an estimate of the time required for completion of the assessment task and is subject to individual variation

## Delivery and Resources

There are six seminars (weeks 1 to 6) and 12 workshops. Please see iLearn for further details and resources.

## Policies and Procedures

Macquarie University policies and procedures are accessible from [Policy Central](https://staff.mq.edu.au/work/strategy-planning-and-governance/university-policies-and-procedures/policy-central) (<https://staff.mq.edu.au/work/strategy-planning-and-governance/university-policies-and-procedures/policy-central>). Students should be aware of the following policies in particular with regard to Learning and Teaching:

- [Academic Appeals Policy](#)
- [Academic Integrity Policy](#)
- [Academic Progression Policy](#)
- [Assessment Policy](#)
- [Fitness to Practice Procedure](#)
- [Grade Appeal Policy](#)
- [Complaint Management Procedure for Students and Members of the Public](#)
- [Special Consideration Policy](#) (**Note:** *The Special Consideration Policy is effective from 4 December 2017 and replaces the Disruption to Studies Policy.*)

Students seeking more policy resources can visit the [Student Policy Gateway](https://students.mq.edu.au/support/study/student-policy-gateway) (<https://students.mq.edu.au/support/study/student-policy-gateway>). It is your one-stop-shop for the key policies you need to know about throughout your undergraduate student journey.

If you would like to see all the policies relevant to Learning and Teaching visit [Policy Central](https://staff.mq.edu.au/work/strategy-planning-and-governance/university-policies-and-procedures/policy-central) (<https://staff.mq.edu.au/work/strategy-planning-and-governance/university-policies-and-procedures/policy-central>).

## Student Code of Conduct

Macquarie University students have a responsibility to be familiar with the Student Code of Conduct: <https://students.mq.edu.au/study/getting-started/student-conduct>

## Results

Results published on platform other than [eStudent](#), (eg. iLearn, Coursera etc.) or released directly by your Unit Convenor, are not confirmed as they are subject to final approval by the University. Once approved, final results will be sent to your student email address and will be made available in [eStudent](#). For more information visit [ask.mq.edu.au](https://ask.mq.edu.au) or if you are a Global MBA student contact [globalmba.support@mq.edu.au](mailto:globalmba.support@mq.edu.au)

## Student Support

Macquarie University provides a range of support services for students. For details, visit <http://students.mq.edu.au/support/>

## Learning Skills

Learning Skills ([mq.edu.au/learningskills](https://mq.edu.au/learningskills)) provides academic writing resources and study strategies to improve your marks and take control of your study.

- [Workshops](#)
- [StudyWise](#)
- [Academic Integrity Module for Students](#)
- [Ask a Learning Adviser](#)

## Student Enquiry Service

For all student enquiries, visit Student Connect at [ask.mq.edu.au](http://ask.mq.edu.au)

If you are a Global MBA student contact [globalmba.support@mq.edu.au](mailto:globalmba.support@mq.edu.au)

## Equity Support

Students with a disability are encouraged to contact the [Disability Service](#) who can provide appropriate help with any issues that arise during their studies.

## IT Help

For help with University computer systems and technology, visit [http://www.mq.edu.au/about\\_us/offices\\_and\\_units/information\\_technology/help/](http://www.mq.edu.au/about_us/offices_and_units/information_technology/help/).

When using the University's IT, you must adhere to the [Acceptable Use of IT Resources Policy](#). The policy applies to all who connect to the MQ network including students.

## Late Assessment Penalty

Unless a Special Consideration request has been submitted and approved, (a) a penalty for lateness will apply – two (2) marks out of 100 will be deducted per day for assignments submitted after the due date – and (b) no assignment will be accepted more than seven (7) days (incl. weekends) after the original submission deadline. No late submissions will be accepted for timed assessments – e.g. quizzes, online tests.